Clan boss teams are fairly difficult for new players. They often create teams with bad synergy. A clan boss team that is all damage will not survive long enough to deal enough damage to matter.

Edit: Added questions missed in the guide at the end.

The inverse is they build teams that focus on not enough damage and survive to the 50th turn where the demon lord clan

boss ignores defense. The key to any clan boss is a well-balanced team that offers the essential buffs for your team and debuff for Clan Boss, as well as equipping Champions with suitable stats and masteries will help you deal much more damage.

To begin ultra nightmare demon lord clan boss requires 220 -250 accuracy to land your debuffs. To resist the demon lords clan boss you need approximately 330 resistance. This resistance

does not need to be on all champions as you can use block debuffs or champions with cleanse abilities.

Opardin clanfather (legendary barbarian) for example is a block debuffs champion.

Clan Mentor (Cooldown: 4 turns)
Removes all [Block Buffs] and [Heal Reduction] debuffs from all allies, then places two 15% [Continuous Heal] buffs and a [Block Debuffs] buff on all allies for 2 turns. Also has a 75% chance of removing 1 random debuff from all allies.
Level 2: Buff/Debuff Chance +5%
Level 3: Buff/Debuff Chance +10%
Level 4: Cooldown -1

Champions like mithrala lifebane

(legendary dark elves) is a champion that cleanses or removes debuffs.

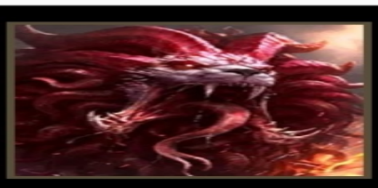
Brimming Cylix (Cooldown: 5 turns)
Removes all debuffs from all allies, then places a 25% [Strengthen] buff and a [Shield] buff equal to 30% of this Champion's MAX HP on all allies for 2 turns.
Level 2: Cooldown -1
Level 3: Cooldown -1

These two moves on a champion is useful in many areas of raid. If you build a team using these its a good idea to build for the most difficult content you will use them.

While ultra nightmare is 220-250

accuracy and 330 resistance if you were to use the same team for nightmare hydra and chimera. You would have to build 475 accuracy and 605 resistance for hydra and chimera.

Dont let these stats scare you. This is end game content. A good tool to help is the hellhades stages tool to look up the required stats. These stats are in brackets.



RAM FORM

Level:	300
HP:	1,608,851,565
Attack:	14,300
Defense:	9,725
Speed:	305
Crit Rate:	15%
Crit Damage:	50%
Resistance:	450 - (475)
Accuracy:	500 - (605)
Effective HP:	10,633,500,650

It is worth noting these bracketed stats are to place debuffs 97% of the time for accuracy and resist debuffs 97% of the time. This handy chart will help in future team building.

Difference (ACC - RES)	Approx. Chance to Land	Approx. Chance to Resist
+114 or more	97%	3% (Minimum)
+77	96.96%	~3%
+25	96%	4%
+14	95.07%	~5%
0 (Equal)	~92%	~8%
-30	70%	30%
-50 (approx)	~50%	~50%
-100 or more	< 10%	> 90%

Negative numbers are resistance higher then accuracy. If your resistance is 100 higher then the enemies accuracy they will land 10% or less of their debuffs meaning you will resist 90% of

the time or more.

Now with this in mind we need to select our team. Synergy is key.

For demon lord we get 5 champions. There are 4 roles we need. A debuffer, a Buffer, a support champion and a damage dealer. The 5th champion can be any of those 4 roles.

Ill use my first clan boss team as a guide. Its a great team with high synergy that is easy to get

the champions and useful until nightmare clan boss (easy, normal, hard, brutal falls apart on nightmare) but first we need to know what we need.

We are looking for in order of priority.

- Poison / HP Burn
- Increase SPD
- Decrease ATK
- Heal / Continuous Heal
- Shield / Ally Protection
- Decrease DEF
- Weaken

This is for a traditional team instead of fancier teams like unkillable that require specific champions.

In my rares only clan boss team:
Frozen banshee
Gravechill killer
Warpriest
Diabolist
Kael

If I had to update this team. I would change it for:

Gravechill killer: poisons and

poison sensitivity
Apothecary: Healer and Turn Meter boost
Marked: increase defense and decrease defense
Coffin smasher: Decrease ATK and HP burn
Frozen banshee: Poisons and Poison Sensitivity

The reasoning is balanced synergy. My original team was too attack forward which at the time was all I had.

How the team works is coffin

smasher decreases the demon lords attack meaning the demon lord hits your team for less making apothecary job of healing easier while also boosting turn meter allowing your team to take more turns and deal more damage. Marked decreases the demon lords defense making you hit harder and increases your defense making you take less damage while also making apothecary job easier.

Frozen banshee and gravechill

killer are where you deal most of your damage. They both put out poison and keep poison sensitivity on the clan boss. This synergizes really well. Together they will decrease the demon lords defense by 60% as long as the demon lord has poison sensitivity. As long as poison sensitivity is on the clan boss Frozen banshee will place once booked 100% of the time 2 5% poison debuffs on her A1 attack.

For apothecary a blessing of miracle heal to boost

apothecaries healing. From there the rest would be in phantom touch.

For frozen banshee, gravechill killer and coffin smasher:

- Deadly Precision
- Keen Strike
- Grim Resolve
- Single Out
- Life Drinker
- Bring it Down
- Methodical
- Warmaster

From the offense tree and from

the defense tree:

- Tough Skin
- Rejuvenation
- Resurgent
- Delay Death
- Retribution
- Deterrence

This will allow them to cycle through their skills and self counter attack.

Marked from the offense tree:

- Deadly Precision
- Keen Strike
- Single Out

- Bring it Down
- Methodical
- Warmaster

And from the support tree:

- Pinpoint Accuracy
- Charged Focus
- Exalt in Death
- Rapid Response
- Arcane Celerity
- Evil Eye
- Cycle of Magic
- Lasting Gifts
- Master Hexer

For apothecary from the offense tree:

- Deadly Precision
- Keen Strike
- Shield Breaker
- Single Out
- Bring it Down
- Kill Streak
- Giant Slayer

And from the support tree:

- Steadfast
- Lay on Hands
- Rapid Response
- Healing Savior
- Lore of Steel
- Merciful Aid
- Lasting Gifts

- Spirit Haste

For apothecary the journal of necrotos. It boosts the heal and turn meter that apothecary gives to the team.

For gravechill killer, coffin smasher, markef and frozen banshee the Malefic Talon relic. This scales best for max enemy hp damage dealers like whisper (epic knights revenant) to push their damage even further with a big boost to crit damage. Irethi Coronet the epic relic from

chimera could also be used though rarer and harder to obtain.

Overall the masteries helping our damage dealers counter attack the clan boss. Building our gear so our stats hit the threshold of the content we are looking to complete then later towards end game we switch out for gear sets with the stats we need. Our relics and team play nicely with each other.

Now nightmare and ultra

nightmare demonlord clan boss is where our priority of buffs and debuffs changes. Our rares no longer have the base stats and synergy to complete our goals.

Those priorities in order become:

- Decrease ATK
- Poison / HP Burn
- Increase SPD / Increase Turn Meter
- Counter Attack / Ally Join Attack
- Decrease DEF & Weaken
- Increase DEF & Strengthen
- Shield / Ally Protection

- Block Damage / Unkillable

This is where we start to get fancy.

A standard epic only budget unkillable clan boss team becomes:
Maneater + Pain Keeper + 3 DPS (e.g., Fayne, Geomancer, Frozen Banshee, Anax).

A high speed unkillable team:
Maneater + Demytha + Seeker + 2 DPS.

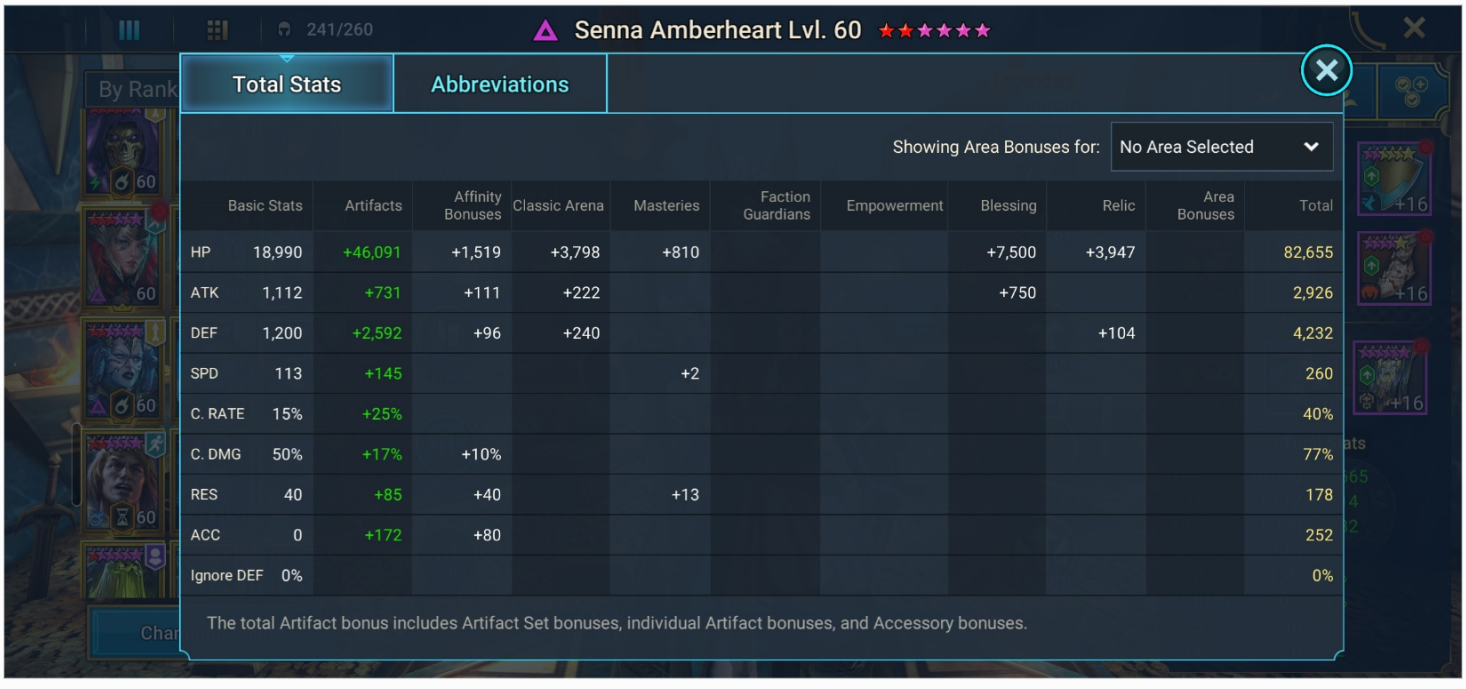
Killable/survival: Toragi the Frog (Ally Protection/Dec ATK), Anchorite (Buff Extend), Fayne (DPS), Geomancer (Damage/HP Burn), Uugo (Leech/Def Down)

These teams must now take into account speed. This is whats known as a speed tune.

For the ultimate budget epic only clan boss team. We want to build Maneater (epic void ogryn tribe) to be the fastest on the team. Ideally between 256-257

true speed. True speed is a pain to calculate by hand and there are calculators to help.

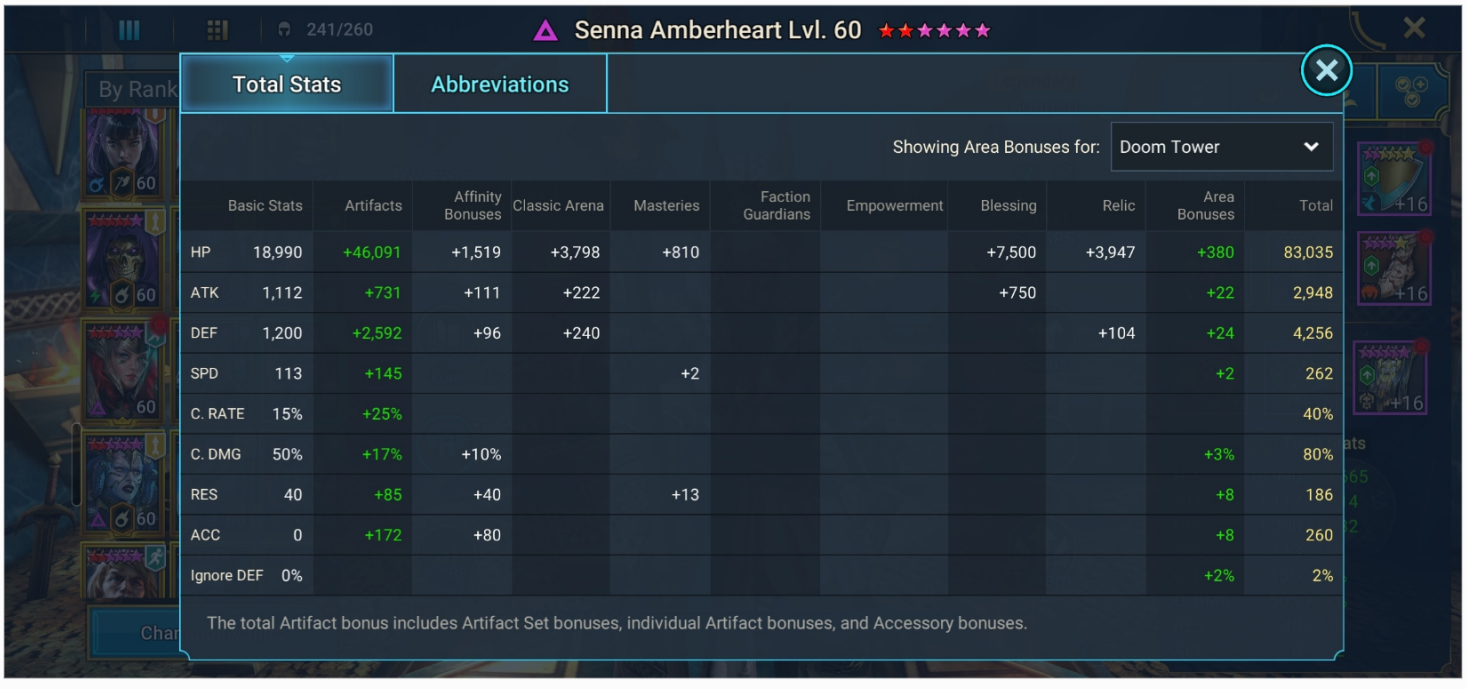
Lets say I want my he-man to be 332.5 true speed.



Her total Sheet spread is 260. Total Sheet spread is base stats+stats from gear, masteries, relic, empowerment, faction

guardians, affinity bonuses from the great hall.

We must also take into account great hall area bonuses.


241/260
Senna Amberheart Lvl. 60
Total Stats
Abbreviations
Showing Area Bonuses for:
Doom Tower
The total Artifact bonus includes Artifact Set bonuses, individual Artifact bonuses, and Accessory bonuses.

	Basic Stats	Artifacts	Affinity Bonuses	Classic Arena	Masteries	Faction Guardians	Empowerment	Blessing	Relic	Area Bonuses	Total
HP	18,990	+46,091	+1,519	+3,798	+810			+7,500	+3,947	+380	83,035
ATK	1,112	+731	+111	+222				+750		+22	2,948
DEF	1,200	+2,592	+96	+240					+104	+24	4,256
SPD	113	+145			+2					+2	262
C. RATE	15%	+25%									40%
C. DMG	50%	+17%	+10%							+3%	80%
RES	40	+85	+40		+13					+8	186
ACC	0	+172	+80							+8	260
Ignore DEF	0%									+2%	2%

So her true Sheet spread is 262 with doom tower area bonuses. Now we must look at masteries. **Spirit Haste Mastery**: 24

So if she is to solo content like bommel (she cannot solo bommel. Im just using her as an example) the rest of the team dies and she gains speed because of it. This makes her true speed 286 so far.

Now with Whirlwind of Death Mastery if she had it. We must calculate how much speed she

would get.

Lets say for this example we want her to solo dragons lair with food champions. The food champions die first round giving the spirit Haste bonus. Then she kills all 8 minions (4+4 first 2 waves). She then gains 48 speed from those first 8 kills.

This gives 334 true speed thanks to spirit Haste and Whirlwind of Death masteries.

Now we need to calculate her

aura. She gives +19% speed in all battles. To calculate her passive bonus as the leader. We convert 19% to a decimal.

The formula is decimal = percentage divided by 100.

19% divided by 100 is .19

We multiple sennas base speed by .19. Her base speed is 119. 119 times .19 is 22.61.

334 + 22.61 = 356.61 her final true speed. It should be noted

counterattack messes up speed tunes. Other mistakes include ignoring Faction Guardians (+10 speed), neglecting hidden speed stats (Lore of Steel, sets), failing to account for Speed Auras, and using champions with TM boosts (e.g., Ninja, Apothecary) that break the speed tune.

This is why most folks find it simpler to use the clan boss calculator from deadwoodjedi : https://deadwoodjedi.info/cb (free to use just need a free account)

Now we can go back to our ultimate epic only budget unkillable team example:

A standard epic only budget unkillable clan boss team becomes:
Maneater + Pain Keeper + 2 DPS+ 1 stun target (e.g., Fayne, Geomancer, Frozen

Maneater needs a true speed between 256 and 257. My senna is 100 speed too fast.

Pain Keeper needs a true speed of 222 -226.

Dps 1: 187-189 true speed
Dps 2: 179-185 true speed
Stun target: 129-129 true speed.

A stun target is a champion that forces the clan boss to target him. Its a champion designated to absorb the Clan Boss's stun attack, essential for maintaining unkillable/block damage tunes. They must have the **highest HP** (roughly 40k-50k), **lowest Defense** on the team, and often

possess lifesteal or self-healing to survive.

The clan boss has 5 criteria for who to target. The first yes is who gets targeted. The 5 criteria is:

- Does the champion have low HP/can he one-shot your champion?
- Are they negative affinity?
- Does the champion have these buffs on them – Increase Defence, Block Damage, Counterattack, or the Steadfast mastery (the

Demon lord considers this as a buff, and it avoids it)

- Do they have the lowest percentage max HP remaining of all your team?
- Are they in the leader position?

If you need help theres a useful stun targeting calculator here: https://docs.google.com/spreadsheets/u/0/d/1yJj53WjFemCwM3AyyuYcIGVWLLH_IlKcV57kFAMk3n0/htmlview#gid=2032005244

The top 3 stun targets for clan

boss are: Skullcrusher, Sandlashed Survivor, or Toragi the Frog for nightmare or higher are the best stun targets.

For such a slow true speed. I'd go either skullcrusher or sandlashed survivor.

On skullcrusher having high resistance is wise so the demon lords stun has a low chance of landing.

Eventually after conquering ultra nightmare clan boss. You will

wanna hunt bigger bosses. That's where our lovely annoying multi headed friend hydra comes into play. The gateway drug of raid bosses that gives very bad side effects like pulling out your own hair.

This boss requires:
Block Buffs and **Provoke** to manage head mechanics. Damage boosting debuffs like **Decrease DEF, Weaken,** and **Hex**. The buffs youll need are include **Increase Speed, Strengthen,** and **Veil** to increase

survivability and team speed. You will also benefit from HP burn to handle poison cloud buffs on the hydra.

Due to the increased difficulty and the sheer number of buffs and debuffs plarium gives us 6 champions in our team.

Block buffs will block poison cloud, damage reflection, and increase attack. It will also stop the head of mischief from stealing your buffs.

A good starter team and using epics only is:
Rector Drath: revives and Torment protection via decrease attack
Tagoar: adds healing and Speed.
Geomancer: burns through enemies with enemy max HP burns and can remove buffs stolen before the head of mischief spreads them
Uugo: Block Buffs and Decrease Defense plus leech which can add a bit more healing
Royal Guard: Decrease Speed and enemy max HP damage

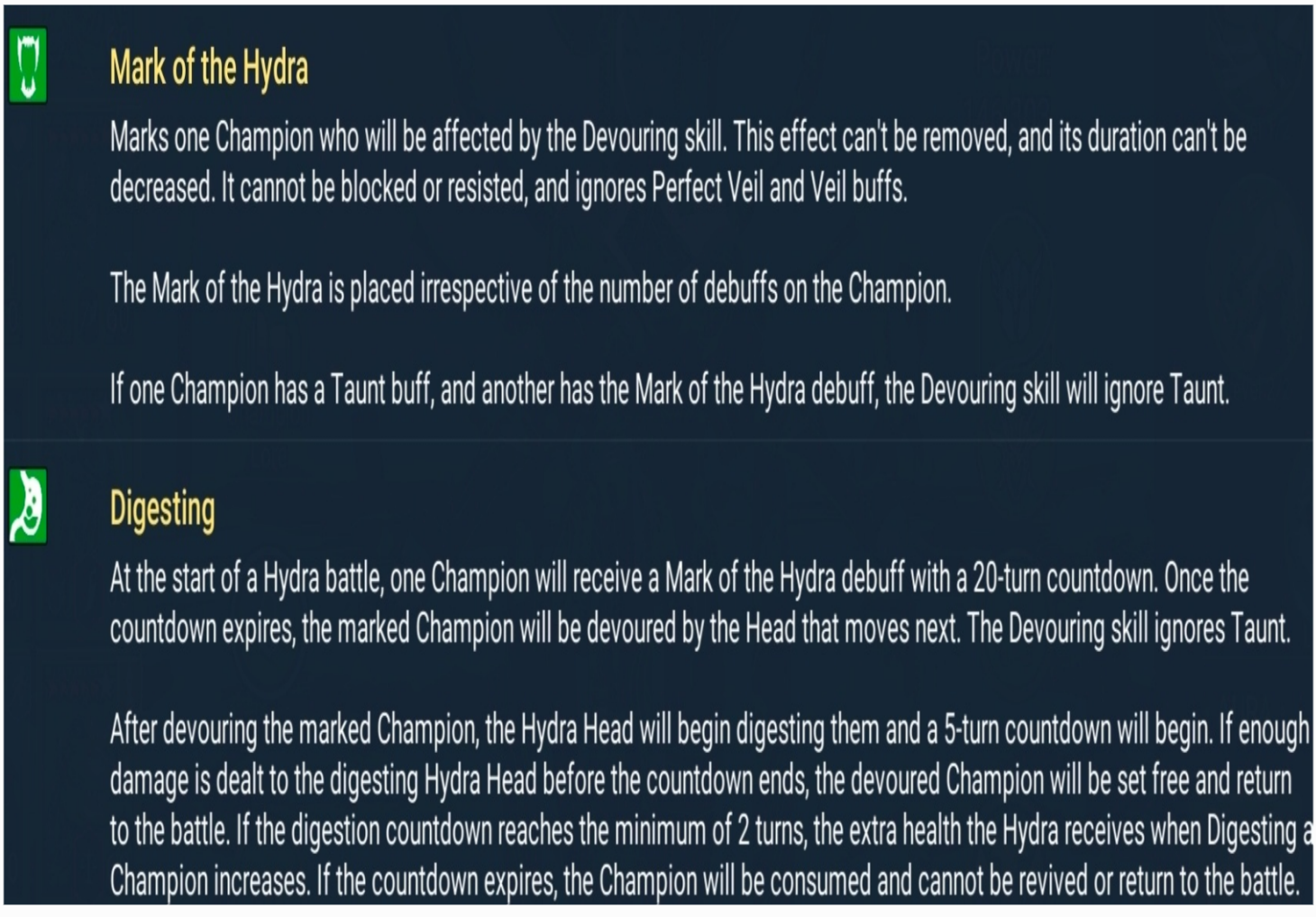
Skeuramis: Mischief tank and provides Decrease Attack.

While its a beginner budget team. It is a steep team to build. You need high speed, enough healing to compensate for low team durability, and you could switch out Skeuramis with someone like Husk or Seeker. You could if you have the stats on the gear use a provoke set as well. You do need to provoke the head of decay as it prevents it from removing debuffs from the other heads.

The 6 roles used in hydra are block debuffs, provoke, 2 damage dealers, decrease speed/boost speed, block debuffs/cleanse or 1 damage dealer (risky) and Protection.

Using 1 damage dealer can be a trap for new hydra players. Periodically hydra will eat a champion. The champion about to be eaten will be afflicted with the green mark of the hydra debuff. Once eaten that hydra heads gets the digesting debuff

and you must deal enough damage to get your champion spit back out.


Mark of the Hydra
Marks one Champion who will be affected by the Devouring skill. This effect can't be removed, and its duration can't be decreased. It cannot be blocked or resisted, and ignores Perfect Veil and Veil buffs.
The Mark of the Hydra is placed irrespective of the number of debuffs on the Champion.
If one Champion has a Taunt buff, and another has the Mark of the Hydra debuff, the Devouring skill will ignore Taunt.
Digesting
At the start of a Hydra battle, one Champion will receive a Mark of the Hydra debuff with a 20-turn countdown. Once the countdown expires, the marked Champion will be devoured by the Head that moves next. The Devouring skill ignores Taunt.
After devouring the marked Champion, the Hydra Head will begin digesting them and a 5-turn countdown will begin. If enough damage is dealt to the digesting Hydra Head before the countdown ends, the devoured Champion will be set free and return to the battle. If the digestion countdown reaches the minimum of 2 turns, the extra health the Hydra receives when Digesting a Champion increases. If the countdown expires, the Champion will be consumed and cannot be revived or return to the battle.

So if hydra eats your geomancer and the rest of your team cannot do enough damage to get him released. You effectively have a team that can survive but not

deal any meaningful damage.

What stats should we aim for? We need betwen 200-350+ Accuracy to land debuffs, 200+ Speed for all champions, and specialized Resistance (350+ upto 500 for nightmare) for a Mischief Tank to prevent buff stealing. For survivability 40k+ HP, 2.5k+ DEF is a good starting point but ramps up with difficulty.

A mischief tank in hydra is a champion that always has more

buffs on them then the rest of the team. Mischief tanks tend to buff themselves. Lord Champfort (legendary bannerlord) is a good example. He gives himself a shield every turn he gets. As long as no other champions places Shield buffs, shield set or has bloodshield the mischief tank will always target them.

BLOODSHIELD ACCESSORY (1/2/3 PIECES)

Bloodshield accessory provides the wearer Shield buff worth 5%/10%/15% of damage dealt after attacking, AOE damage gives 75% less Shield value. Bloodshield accessory is used mainly for providing additional survivability to squishy damage nuker champions, prevent Scarab King from attacking you, and used in Infinity Shield Clan Boss team.

Obtain from: CvC Tournament (Clan vs Clan)

Similar Artifact Sets: Shield

A provoke champion is a bit more difficult to build. The problem is they have either longer cool downs like placing a 1 turn provoke on a 3 turn cool down with high chance to provoke or they place a 2 turn provoke on a 2 turn cool down

but have a low chance of the provoke landing. The exception has come with the newer mythical champions. Galleus bloodcrest on his a2 places provoke for 2 turns on a 3 turn cooldown.

Most people do not have this mythical. So to compensate most people need to build their provoker faster.

For normal hydra the fastest head is 210. That means you need to build 260-300 to get to

your provoke. The caveat is you need Increase Speed (30%) on your champion and Decrease Speed (30%) to achieve a 3:1 turn ratio...that is 3 turns to the hydra 1. This means your speed buffer and debuffer have to be faster then this. Speed turning becomes critical. Some champion builds rely on **Rapid Response** or **Cycle of Magic** to gain turn meter or reduce cooldowns on a hydra provoker but is less reliable.

When it comes to speed tuning

your hydra champions its best to have your team take their turns in this order:

Speed Buffer/Debuffer (Dec Speed), Block Buffs/Provoke, decrease Defense/Weaken, Damage Dealers/HP Burn, and Support/Reviver.

If I were to build a auto hydra team I would choose and speed tune:

Visix the Unbowed – provoke, dec spd, ally prot (Cursed set if I

got the stats on the set)
Uugo – dec def, block buffs, healing, cleanse, leech (Relentless set if I got the stats on the set)
Rector Drath – revive, perfect veil, healing (Reflex set if I got the stats on the set)
Golden Reaper – increase spd, dec atk, reduce skill cooldown (Relentless set if I got the stats on the set)
Geomancer – damage, burn, weaken, dec acc (Reflex set if I got the stats on the set)
Royal Guard – damage, dec def,

dec spd (Savage)set if I got the stats on the set

Now we come to chimera.

The best part is chimera has already been taught to you through hydra and demonlord clan boss. We want to prioritizing speed, consistent HP burn, damage reduction, and debuff control (especially block buffs and decrease speed) to survive and maximize damage.

The thing is chimera we lose a

slot forcing us to take 5 champions in our team and introduces another and new trap for beginning players. Trials is the trap. Trials is more endgame chimera. This is for players who have champions that fill multiple of our 5 team composition slots. Our 5 core slots are:

- **Damage Dealers:** Geomancer (MVP for HP burn/reflect), Whisper, Ninja, or Max HP damage dealers.
- **Speed/Turn Meter:** Champions to increase

team speed and boost turn meter. (My girl senna and opardin boost speed/turn meter through continous heal)

- **Survivability:** At least one strong healer/reviver (e.g., Tagoar, Elva, Senna for the win!).
- **Crucial Debuffs:** Decrease Speed (to maximize turns), Decrease Attack, and Block Buffs (to handle the boss's ultimate form).
- **Survival Buffer:** Increase Speed and Shield sets are highly recommended

Because senna on my team does strong healing/reviving and speed/turn meter I can get away with a more flexible team.

Senna and opardin did a

combined 62,659,518 in healing (including heals that were wasted. Cannot heal a champion more then 100%). The blue bar is how much damage the champion received from chimera. The red bar is how much damage each champion did.

Pay attention to these 3 bars. In Clan Bosses and other content a high blue bar on one champion compared to others can indicate they are being targeted more frequently or have lower defense,

making them a potential weak link in your survivability especially if they are your reviver/ Healer. Sorry opardin ill get to you eventually.

So what stats to aim for for chimera clan boss?

high speed (250+), 200–400+ Accuracy to land crucial debuffs, and 300+ Resistance (for UNM). You should have 4k+ defense to survive the raw damage dealt by the lion form. You should ideally hit 410+ (before buffs) is safe

for UNM, while lower (250+) can work if bringing significant resist-buffing champions like Firrol or Rector Drath.

Later on when you do get into trials your strategy changes a bit.

- **Ultimate (1 & 3):** High damage phase. This is where you will take high damage and deal high damage.
- **Ram (2):** Requires Increase ACC to pass trials. Lots of accuracy. (175 accuracy for

easy but ramps to 275 for brutal and by ultra nightmare 425 accuracy without increase accuracy and decrease resistance buffs!)

- **Lion (4):** High damage, requires Increase DEF.
- **Viper (5):** Poison-heavy, requires Block Debuffs or strong healers. Steal buffs champions can also help when the Viper steals your own buffs at the start of its turn.

Don't forget rotation. Build a few

teams to counter affinity.

Rotation 1: ultimate is void affinity, alternate forms are force affinity.
Rotation 2: ultimate is force, alternate forms are magic.
Rotation 3: ultimate is magic, alternate forms are spirit.
Rotation 4: ultimate form is spirit, and the alternate forms are void.

Bad affinity is a killer in Clan boss of any type and all content. A bad affinity match up results in

20% damage reduction, a 35% chance to land a "weak hit" (further reducing damage by 30%), and a 15% lower critical rate. Know this you can turn this into a benefit by forcing a tanky champion like our stun tank in demon lord who can keep themselves alive as bait to take the heat off of other more valuable champions. This stun tank will be targeted by the lion form if they have the highest defense (around 7,500+ for ultra nightmare) and the stun tank can also be bait for the ram form

but have to have the lowest crit damage on the team for the ram form to target them.

In my team since senna has the lowest crit damage and highest defense she gets targeted. That's why I use godseeker aniri in brutal. The ram form can repeat a power attack if it takes 20% or more of a champions hp bar. Which means ram form can take upto 5 turns and kill senna from full health. Forcing godseeker aniri to use her passive to revive senna and save

the run. That's why on hard I run gwendolyn the silent instead of godseeker.

Now you might be asking why is trials a trap? The multiplier is a trick. If you deal 1 million damage on easy chimera do 5 trials for example and get to a 2x multipler thats good. However the multiplier only multiplies at that moment. If my ninja hits 200k and the multiplier is 1.0 it only deals 200k. If that hits satisfies a trial and raises the multiplier to 1.2 it only applies to

the damage after it reaches 1.2 that 200k hit at 1.0 will remain a 200k hit.

On the flipside. If you only deal that 1 million damage trying to get those 5 trials you might be missing out. 1 million damage even with a 5x multiplier will never be as good as 3 million damage with a 3x multiplier. 5 million points toward chimera clash versus 9 million points in chimera clash. That is the multiplier primarily increases **Clash Points** for the

weekly Clan competition against other clans. It does not increase the personal rewards chests from defeating chimera. It is similar to the demonlord clan boss. You want to get the highest chest you can get from chimera. That's where youll get your best rewards that will help you grow.

If this is too much. That is ok. If you cannot hit 450 accuracy that is ok. This is for the higher ends of the game. Do not be upset you cannot do it yet. You should

primarily focus on defeating the demonlord clan boss. Once you start one keying nightmare or even ultimate nightmare your account will begin to grow. Then its hitting hydra and building out your hydra teams. Once your one keying nightmare hydra youll grow even faster. Then youll be able to take on chimera with ease.

Question: you give stats in the guide for different difficulties. If I hit them does that mean I can

one key?

Answer: Not necessarily. A good example is defense. In chimera 7k defense is a great example for nightmare lion form. Its the optimum point at which you gain the best damage reduction. However beyond 7k defense you still get damage reduction it just has hit a point of diminishing returns. Another example is accuracy. You hit that stat point youll land your debuffs consistently. Beyond that it doesnt make much of a

difference.

Those stats are minimum requirements for a stable run. Synergy is what enables the 1 key. Having the right roles hitting the right debuffs and buffs. That's where 1 key damage comes from.